Amendments to the Specification:

Please amend the paragraph beginning on page 12, line 12, to page 14, line 4 as follows:

A graphics subsystem 112 may be included in the computer graphics system 100. The processor 104 provides the graphics subsystem 112 with graphics data, such as drawing commands and primitives, which are preferably polygons. The primitives are defined by a set of vertices. Vertex data define the vertices and include vertex colors, coordinates, normals, texture coordinates, etc. For example, the vertex data may include parameters such as pixel color, an outward normal vector N, a light vector L, a view vector V, and the like. As such, the vectors N, L, and V are referred to herein as per-vertex parameters that are specified at each vertex of a primitive. The spotlight source direction vector S, although associated with the light vector L, is a per light-source vector (i.e., constant for a given light source). In contrast, other parameters are per-primitive parameters defined for a primitive as a whole. Some examples of per-primitive parameters are as follows: emission material color e_{cm}, ambient material color a_{cm}, global ambient light color a_{cs}, attenuation factor art, ambient light color a_{cl}, diffuse material color d_{cm}, diffuse light color d_{cl}, specular material color s_{cm}, specular light color s_{cl}, specular exponent 5, environment map, [[and]] shadow, and a surface normal vector.